

The lost versions of Street Racing (The Rise)



What is “Street Racing (the Rise)”?

Street Racing (The Rise) is an open-world racing game created by The Rise on April 07, 2016 for Android. In general, the game focuses on vehicle customization, similar to other open-world games like Need for Speed Underground 2, and on online interaction with friends and other players.

As well as other games on Android, Street Racing (The Rise) received updates that changed the game, making it better and with more content. However, unlike other games that your first versions are still available, Street Racing (The Rise) is a special case.

This isn't the first time that I talk about a lost media, the first case that I covered was about “The Legacy of Wevo” -a game series developed by GeoExe in 2010. In this document, I will follow the same line of explanation that I used in my first text, so there will not be many differences in its structure.

The available APK versions.

Street Racing (The Rise) has a large number of APKs available on the internet, including original and modded versions. Most of these APKs are the original versions which you can find archived in virtual stores, such as APKPure, Uptodown, Softonic, etc. However, versions prior to 2017 are not available to download. On APKPure, the oldest version that you can find is the 1.3.8, from June 29, 2020. On Uptodown, is the 1.3.0, from Dec 28, 2018. The oldest version that is still available to download is the 1.1.8, from July 04, 2017, in a weird website called “apk.cafe” and its “counterparts” (“apk.gold”, “apk.watch” and “apk.dog”). Analyzing the information provided, a crucial question arises; what happened to the versions prior to 1.1.8?

The versions before 1.1.8 (lost media).

Obviously, versions that came from before 1.1.8 existed, but, somehow, they are lost. These versions, however, are listed in a website called “apptopia” (if you want to see the website, use this link:<https://apptopia.com/google-play/app/com.therise.streetracing/about>). The versions are:

- 1.1.7 (Feb 19, 2017);
- 1.1.6 (Jan 31, 2017);
- 1.1.5 (Jan 13, 2017);
- 1.1.4 (Nov 25, 2016);
- 1.1.0 (Oct 23, 2016);
- 1.0.8 (Sep 28, 2016);
- 1.0.7 (Sep 05, 2016);
- 1.0.5 (Aug 13, 2016);
- 1.0.4 (Aug 04, 2016);
- 1.0.3 (Jul 10, 2016);

- 1.0.1 (Apr 26, 2016);
- 1.0.0 (Apr 07, 2016).

On Youtube, you can find some videos of Street Racing (the Rise) from 2016, showing an early stage of the game. Below are some screenshots from a video post by “Dark Fox” on August 28, 2016, playing the game on Bluestacks -an Android emulator for Windows:







In these screenshots, we can see how the game changed. The graphics were poorly detailed, the loading screens and the map position in the pause menu were different, the city was empty, the car indication in the minimap was blue instead of red, the races in the map had a different look, the position of IA enemies in races didn't appear in the minimap and the HUD of performance upgrades was simpler. This version has fewer cars compared to later versions; they are:

- Toyota Celica SS II (2000);
- Mitsubishi Eclipse G3 (2000);
- Honda Civic SI (2000);

- Mazda RX-8 (2004);
- Honda S2000 (1999);
- Nissan Silvia S15 (1998);
- Mazda RX-7 FD (1992);
- Ford Mustang G5 (2005);
- Ford Mustang SVT Cobra R (2000);
- Volkswagen Golf MK4 (2004);
- Mitsubishi Lancer Evolution VI GSR (1999);
- Nissan 350z (Fairlady Z33) (2002);
- Toyota Supra MK4 (1993);
- Nissan Skyline GT-R R34 (1999);
- Subaru Impreza WRX STI (2003).

Considering the video's publication date, this version is the 1.0.5.

How did these versions become lost media?

This entire section is just a little theory.

The versions before 1.1.8 have been lost, likely due to the game's peak popularity in mid-2017. Consequently, these earlier versions were forgotten by users on the internet, and their APK files were not saved on any website. Therefore, only versions from mid-2017 onwards are available.

Conclusion

Street Racing (The Rise) involves a strange case of lost media that nobody talks about, probably because it's an unnecessary theme, but seeing the way the game stays in nowadays, basically abandoned due to poor reception of the 2.0.0 update, I think it's interesting to discuss the matter. It's intriguing to see how the game has changed over the years; it would be great if we had these versions available today, so we could see all these differences up

close. In the end, at least we have some videos showing a bit of these lost versions.